

CHANGE LEADERSHIP

Shuffle all Leader cards (including the current Leader) and draw a new Leader.

The new Leader starts as Amicable.

GOVERNMENT PRIORITY

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TRADE AGREEMENT

Revoke Trade
Agreements

and offer Trade
Agreements as per
the Leader's card.

GOVERNMENT PRIORITY

EXPLORE

Explore as per the
Leader's card.

If no such entry,
Explore from Home
System.

GARRISON

Garrison as per the next Garrison entry on the Leader's card.

If no such entry, Garrison the Home System.

GOVERNMENT PRIORITY

HEGEMONIZE

Attempt Cultural Hegemony as per the Hegemony entry on the Leader's card.

If no such entry, Hegemonize nearest Attacker or Hostile Rival or Independent System.

INVADE PLANET

Invade Planet as per the Invade Planet as per the entry on the Leader's card.

If no such entry, Invade Planet of nearest Attacker or Hostile Rival or Independent System.

GOVERNMENT PRIORITY

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MOVE

Move Fleet as close as possible to Home System of Attacker or Strongest Rival.

RESEARCH ADVANCEMENT

Research an
Advancement
regardless of the
roll required on the
Leader's card.

GOVERNMENT PRIORITY

STUDY PHENOMENON

Study a
Phenomenon
regardless of the
success chance
required on the
Leader's card.

GOVERNMENT PRIORITY

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SHIELDS

Research Shields.

GOVERNMENT PRIORITY

WEAPONS

Research Weapons.

SPACE BATTLE

Initiate a Space Battle as per the Space Battle entry on the Leader's card.

If no such entry, Space Battle nearest Attacker or Hostile Rival.

GOVERNMENT PRIORITY

STARBASE

Commission a
Starbase as per the
Starbase entry on
the Leader's card.

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Immediately take the first Action in the new Leader's Priority List.

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